

YE OLDE SHOP OF CURIOS

(STOCK TAKE #293)



he following items were generated from my [DMSGuild:Random Resource](#) spreadsheet with a little bit of flair added in. They were found in my home game; perhaps some other band of adventurers may stumble across them.

CERAMIC WREATH

A garland of ceramic flowers of multiple colours and styles. Well crafted it has a diameter of approximately 50cm

Activation: None - constantly active

- The air within a 50ft open sphere always smells pleasant; of open meadows and wild flowers.
- This only spreads from the garland when there is a free-flow of air: If boxed in or enclosed in one room, the effects will stop.
- A really hard investigation may be able to detect a strong underlying smell, but only if specifically sniffing for it.

TRACKING EYEGLASSES

A wire rimmed pair of eyeglasses that seem to have a pearlescent sheen to the lenses. The leather case they come in has been crafted to also hold a small (3cm dia) metal container with a depiction of an eye on it.

The lid is tightly screwed on with a strange rune on the underside. The contents are a thick, sticky paste that looks like a slug trail when applied.

Activation: Make a mark on something with the paste. Wear the glasses.

- The paste gives off a slight magic aura that remains in the air and has no physical barriers: This can be seen clearly with the eyeglasses.
- The aura will dissipate with time and stop when the paste has dried out (1 week).
- There is enough paste left for [D10 x 10] applications.
- The paste's container is enchanted to prevent aura leakage from it.
- Time can be guessed at by the strength of the aura seen.
- Although the glasses are tuned to the paste's unique signature, they will give advantage to the wearer when looking for magic auras.

KUBO PAPER

A square sheet of lightly waxed paper that unfolds to 50cm x 50cm. It will reject most inks and although not fire-proof or tear resistant it will resist attempts to damage it.

Activation: Touch the paper and say the name of an object or animal.

- This paper will fold itself into an origami version of the object, just as the person touching it imagines. (CHR roll for specific things rather than generic)
- It can be unfolded (or just told to fold flat) for storage.
- The paper only creases from the current/last shape. Crumpling or squashing it has no effect on the paper itself, but will probably mess up the shape.
- The colour of the paper can change, but it will be a flat colour; no patterns or images.
- It only animates while folding.

BAG OF SNOWBALLS

A simple blue round of material pulled together with a white chord to form a bag. There are pretty snowflakes picked out in silver beads around the outside of the bag.

When opened or reached inside, there is a 20cm sphere volume of crisp snow that squeeks when compressed.

Activation: none.

- Snow is kept at 0° in the bag and will melt to fresh water as you would expect when taken out.
- Items placed into the bag will be lost when covered with snow. Liquid poured in will make slush for the current volume.
- Snow replenishes depending on the outside temperature;
 - below 10°C : 1 round
 - 10°-20°C : 1 min
 - above 20°C : 1 hour

TATTOOIST BLOCK

A bottle of dark ink and a sharp needle attached to a very ornate stick. These sit on a perfectly round slab of stone of 30cm in dia that is 2cm thick.

There is a thumb groove about 5cm in from the edge of the stone and runes around it's edge match the runes on the stick.

The magic is in the stick and stone rather than the ink.

Activation: Tattooing: Place the stone on a body area, spread the inner circle of stone with the ink, place an item on top. Read the inscription on the stick and the item will be transferred, point by point, to a tattoo on the body area it's over. (The stick taps the needle onto the item and that bit gets imprinted into the skin)

- The tattooing takes 4 hours, during which time both the item and the sitter have to remain motionless. If disturbed then partial tattoo remains but magic is broken (and item is partially gone).
- Each time a person is tattooed they take 1D4 from their max HP.
- One tattoo cannot be placed over another.
- Magic items require a difficult check to see if they can be transferred.
- Anything living will not survive the process.
- Only one tattoo can be created per day.

Activation: Extraction: Concentrate on the item and place a hand over the tattoo.

- Only the person who activated the magic to create the tattoo can extract the item.
- The item is retrieved in the same time it would take to draw a weapon.
- Once an item is extracted from a tattoo, the tattoo vanishes and the max HP is restored.

FOREZ BOOTS OF RUNNING

A box of a pale wood with a lift-off lid measuring 30cm x 15cm x 10cm deep. Within this box, nestled in some light weight paper are a pair of light weight shoes that have a tic shape stitched onto their sides.

Activation: whisper the activation phrase to the shoes and drop them. ("Run Forez, Run!")

- These shoes will run on their own for 1 hour, after which they disappear to re-appear in their box.
- They can be activated once per day.
- They will always follow the path of least resistance, vaulting over objects up to 1m tall and under gaps 20cm in height.
- If worn they give a movement of 15 and will "haste" all the time. A DC10 Charisma roll is needed to change the direction of travel. They cannot be stopped. Wearer must make a Constitution roll or suffer 1 point of *exhaustion* after an hour of running.
- It takes a full long rest to re-charge after use.

HERALD CUBE

A small 2cm x 2cm x 2cm cube of wood that is stained red except for one face that is blue. Each red face has an identical set of glyphs picked out in dark blue ink.

Activation: Set the cube down on the blue face. Over the next 6 seconds the glyphs colour changes to a lighter blue, almost white that glows in the dark.

- Any sentient creature coming within 10ft of the cube will make it glow and set off a sound.
- If you touch four sides of the cube for six seconds, the sound it makes can be recorded.
- It will repeat the sound until the blue face is no longer in contact with anything. (Or 8 hours pass)
- It has 4 charges and takes 8 hours to re-gain one charge.
- The blue face is *not* sticky

STAGE CLOAK

This immaculate traveler's cloak has a broad hood that can be worn up, down or sit like a collar.

It is a dark, dark brown that is almost black and is made from quality wool. It sits well on the shoulders to just brush the floor.

Activation: Wear when attuned. Swirl dramatically as an action and concentrate on location to apparate.

- Requires attunement. During this process it re-sizes to fit the wearer perfectly.
- The cloak will clean it's self and refuses to be mud-spattered, worn, torn, burned or appear damaged. (Offers no protection to the wearer, hides damage in folds and will self-repair over time.)
- When the wearer is motionless, harmless smoke will start to build at their feet while the cloak moves gently on it's own (or is caught dramatically by any breeze/wind)
- When the wearer is moving it billows and frames them to best advantage. While riding fast or running it flows behind like an animated shadow.
- Wearer gets advantage on any roll to leave an impression on an NPC.
- The wearer can concentrate on a location within 20ft that they have seen and the cloak will provide a dramatic exit and entrance.
- It takes 3 seconds to vanish, during which time oponents can take an *attack of opportunity* if within 5ft (which may interrupt concentration and stop the relocation).
- It takes 3 seconds to appear, during which time foes can take an *attack of opportunity* if within 5ft of where they appear. (It is not silent)
- The disappear/reappear process takes a whole action to complete.
- This can only be done once per short rest or once per long rest if damaged.

BIBLIOTHECA

This intricately cut half-sphere initially looks like it is made of a large highly polished gem, but on closer inspection it's probably glass.

It is about 10cm in diameter and has been cut to have lots of hexagonal facets. Some faces seems to give a slight reflection of script, but only when the light hits it a certain way.

It comes with a brass ring and series of brass rods that extend and have clippy things on the ends to join together. These are packed in a simple 12cm x 40cm x 8cm wooden box with wadding to stop the bits rattling inside.

Activation: Vocal: Say the phrase "*Read to me [attuned person's name]*" and it will read aloud documents under it's flat face.

Activation: Archive (Attuned): Touch the flat side of the hemisphere to a script/book and say the phrase "*Archive this Bibliotheca*" to store the text in it.

Activation: Vocal (Attuned): Say the phrase "*Read to me Bibliotheca - [script name]*" and it will read aloud the script assuming it has been archived.

- Requires attunement. During this time, the attuner may be able to recover [D20] random books from the previous owner. (Optional: Charisma roll to see how robotic the reading voice is.)
- The brass fitments are designed to form a frame that the Bibliotheca can sit on while documents/books are placed under it. (Not necessary for it to function.)
- The item being archived need not be opened.
- Although it can store any text, it can only read out languages that the the attuned person can understand/speak.
- When others use it to read to them, the script is automatically archived.
- It can archive approximatly 1 page per second
- It can read any note/text that the archiver writes, no matter how poorly written or encrypted the text is.
- The flat underside must touch the item or be dragged over script that is carved into things.
- The hemisphere can be used non-magically to magnify things under it and will give advantage to *investigation* or *crafting* rolls where this is useful.

MAPPING BEADS

On the outside this resembles a bamboo scroll tube with strange geometric designs on it.

It is quite heavy and rattles with metal ballbearings that can be poured out when one end is un-capped.

There are 24 ballbearings about 1cm in diameter, each with similar geometric designs, but forming stylised glyphs.

A strip to the side of the tube can be detached and pulled away; this forms a translucent film shimmering in rainbow colours like a bubble. (It retracts again once let go of)

The shoulder strap is a simple length of chord run back and forth several times (approx 50m if un-tied) and has a fancy little cup charm on the end.

Activation: Pour out the ballbearings and speak the distribution incantation.

Place the open tube on the ground and speak the recall incantation to recover the balls.

- Each ball scatters in a different direction, the area they move over fills in the map window with an opaque 3D image of the terrain they cross.
- Each travels at about 100 ft per round (depending on terrain) in a straight line and each has a 5ft "visual" range.
- They will harmlessly ricochet off any wall or object and continue mapping.
- Water will half their speed and map the floor of the waterway. They cannot map up inclines beyond 60° and cannot traverse up stairs or ladders (but may fall *down* them)
- They will rebound, forming an 'edge' when 1000ft from starting location of the map.
- If trapped or unable to find a way back to the tube, a ballbearing will slowly drain it's magic trying to get to the tube over the next 24 hours.
- The map will slowly fade over a 24 hour period
- The cup shaped charm acts like a magnet to the ballbearings, whether they have magic left or not. It has a 5ft attraction range and will drain the magic from any ballbearing it catches.